

configured to cause the Aurora Enterprises in-game progressive meter to operate as an auxiliary game according to the previous description.

What is claimed is:

- 1) A method of implementing a progressive meter system that does not require a central controller comprising a network of monitors of gaming apparatus connected to a communication network and communicating with each other by exchanging an electronic data packet of a predetermined format.
- 2) The method of claim 1 in which all monitors of gaming apparatus communicate upon a peer-to-peer basis and in which no master or central controller is included.
- 3) The method of claim 1 including the steps of:
 - a) Broadcasting a parameter block of a predetermined format to all monitors connected to a network.
 - b) Updating said parameter block according to immediate conditions existing at each monitor.
 - c) Broadcasting an updated parameter block from each monitor to the entire connected network of monitors.
 - d) Updating immediate operational parameters at each monitor based upon the updated parameter block received.
- 4) A method of implementing a bonus payment system that does not require a central controller comprising a network of monitors of gaming apparatus connected to a communication network and communicating with each other by exchanging an electronic data packet of a predetermined format.
- 5) The method of claim 4 in which all monitors of gaming apparatus communicate upon a peer-to-peer basis and in which no master or central controller is included.
- 6) The method of claim 4 including the steps of:
 - a) Broadcasting a parameter block of a predetermined format to all monitors connected to a network.
 - b) Updating said parameter block according to immediate conditions existing at each monitor.

- c) Broadcasting an updated parameter block from each monitor to the entire connected network of monitors.
 - d) Updating immediate operational parameters at each monitor based upon the updated parameter block received.
- 7) A method of implementing a bonus payment system that does not require a central controller comprising a network of monitors of gaming apparatus connected to a communication network and communicating with each other by exchanging an electronic data packet of a predetermined format and in which determination of a random bonus amount to be paid or offered for payment upon compliance with predetermined conditions is performed within a monitor connected to a gaming apparatus to which said bonus payment is to be assigned.
 - 8) The method of claim 7 in which a calculation is performed by a monitor connected to a gaming machine to determine amount of a bonus to be paid to a player of said gaming machine
 - 9) A method of paying a progressive win in which a portion of said progressive win is paid immediately and a remainder continues to pay out as reset of gaming apparatus connected to a progressive meter system is accomplished; payout of win continues while monitors connected to said progressive system are not confirmed to be updated to a reset value and amount available for payout increases as monitors are confirmed updated to said reset value.
 - 10) The method of claim 9 in which display of payout of a progressive win is displayed as a total that continues to update as monitors connected to a progressive system are confirmed to be adjusted to a predetermined reset value.
 - 11) A method of playing an auxiliary game upon a gaming apparatus by means of a connected secondary apparatus that has no dependency upon the outcome of the game played upon the gaming apparatus to which said secondary apparatus is connected.
 - 12) The method of claim 11 in which the secondary apparatus includes a display device, includes means to totalize an amount wagered at a gaming apparatus to which said secondary apparatus is attached, includes means to determine conclusion of a game upon a gaming apparatus to which the secondary apparatus

is attached, includes means for generating random numbers, and includes means for calculating a value to determine a game outcome based upon consideration of values of said generated random numbers in a predetermined formula.

13) The method of playing a bonus game of claim 11 in comprising:

- a) If number of game plays of maximum bet in a play sequence is less than a predetermined maximum, choosing a random number in accordance with a predetermined selection process and mapping said random number to a symbol in accordance with a predetermined mapping process.
- b) Displaying a generic icon to a player as a placeholder to allow progress of said bonus game to be ascertained.
- c) Displaying symbols mapped to said random numbers chosen at each maximum bet played in (a) above to said player when a predetermined number of maximum bet plays has occurred.
- d) Display bonus game award in (c) above to the player of the bonus game and accrue any award due the player in a nonvolatile memory location in a monitor attached to the gaming apparatus.
- e) Allow the player to collect accrued bonus game winnings at a time of his choosing.